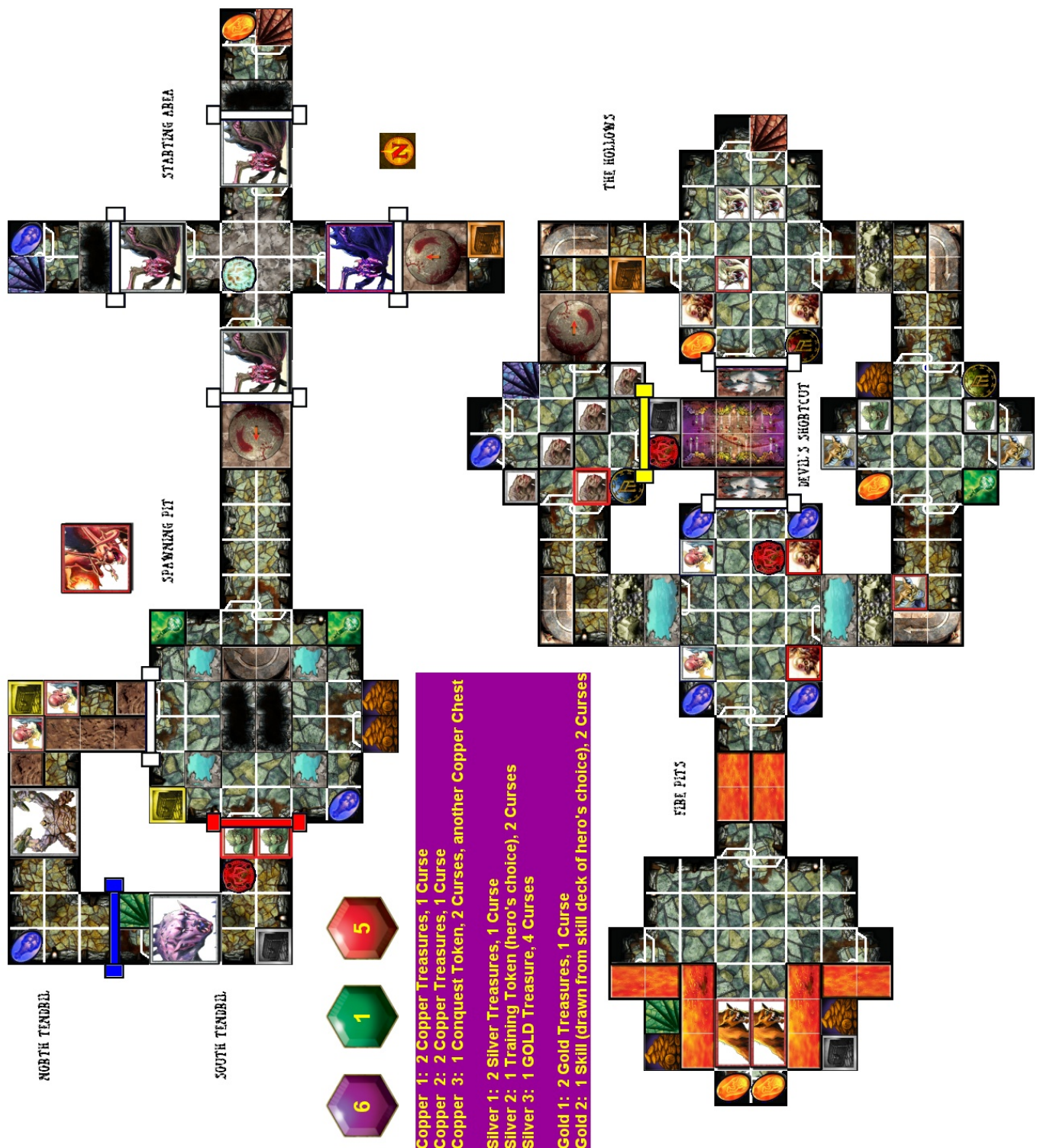




Hellish

By Kkatman

Scenario Background

In the depths of the night, a stranger appeared in your camp. At first, you believed you recognized Bogrin, the orc master rogue you have traveled with before. But as he entered the light of your campfire, while the resemblance was still uncanny, the stranger was much older. And the right side of his face had been horribly disfigured by a curse.

"There is a powerful evil that has bled into this land and taken root in its darkest places. An entity known only as the Overlord. You have felt this being's treachery before. The Overlord's corrupt influence has spread to all the dungeons, catacombs and evil temples -- everyplace desolate and dangerous where monsters and madmen call their homes. And this... entity seems to have made a pastime of orchestrating the deaths of heroes and adventurers like yourselves."

The stranger pulled out a map, passing it to you. "Now, here is a chance to strike back. The Overlord has beguiled the demoness Napaj, and has delivered her into one of Its spawning pits. As we speak, the Overlord's magics are transforming Napaj into a wholly new breed of monster with which to populate Its dungeons. I have acquired this knowledge and with it a map to the pit -- do not ask how."

He leaves the map in your hands, backing into the shadows of the night. His voice trails after him. "Invade the spawning pit and slay Napaj before the Overlord has completed her unholy transformation. But be cautious, for the place is full of traps, and the Overlord has placed two of Its fiendish pets, Sulumor and Sumer, to guard her."

Mission Goals

Find the Spawning Pit and kill Napaj. If you can kill the pet guardians Sulumor and Semur, or activate any of the Glyphs of Transport in the dungeon, all the better. You start with five Conquest Tokens. If you ever run out, the Overlord will have the time It needs to perfect Its new monster!

Starting Area

You have fought your way into the heart of this treacherous dungeon. Dropping through a concealed passage in the ceiling, you find yourselves at the center of a crossroads. Four paths lead to four identical doors. Four spiders bar the way, eager for your blood.

Spawning Pit

Before you spans the throbbing, cyclopean vastness of the Spawning Pit. Eldritch light breathes on squamous walls and gleams off the ichor leaking from a thousand black vein-like

roots that converge on the central pit. Pools of curious liquid too clear and too wet to be water pour into the abyssal maw, as if to bath any noisome thing with the vile misfortune to be cast within.

From the pit, writhing tendrils burst forth like a geyser of squirming, twisting flesh. The form of a woman, naked and sloughing crystalline liquid, is lifted from the pit by her numberless tentacles. Her eyes burn white. Her mouth opens with a scream of lightning.

Place a master demon figure on top of the pit in this room. The demon in this room is the inju Napaj. Napaj has the same statistics as normal master demon except as noted below:

Napaj's special abilities are Bolt, Daze, Grapple, Sorcery 4, Fear 3 and Fly.

If the heroes kill Napaj, they gain three Conquest Tokens and win the game.

The Hollows

Unearthly groans and wails echo down darkened stone hallways. An eldritch mist creeps across crumbling stonework, stirred by a phantom wind that numbs your flesh and chills your soul. Haunted chambers filled with unnamed monsters loom within the fog. Somewhere nearby, the ominous, grinding rumble of a giant boulder sends tremors through the floorstones.

As soon as a hero enters the second floor through either stairwell, the boulder is activated and will begin to move on the Overlord's next turn.

Treat the area of the map with the blue rune key between the northwest rubble and the northeast boulder as one "area" for purposes of revealing, spawning, and cards such as "Brilliant Commander". If heroes do not enter this area beforehand, this area is opened automatically when the northwest rubble is destroyed.

Treat the area of the map with the red rune key between the boulder and the southeast rubble as one "area" for purposes of revealing, spawning, and cards such as "Brilliant Commander". If heroes do not enter this area beforehand, this area is opened automatically when the boulder moves onto the northeast boulder ramp.

Treat the area of the map with the yellow rune key between the southwest rubble and the southeast rubble as one "area" for purposes of revealing, spawning, and cards such as "Brilliant Commander". If heroes do not enter this area beforehand, this area is opened automatically when the southeast rubble is destroyed.

Devil's Shortcut

With a deathly scream, scything blades slash upwards from the floor and down through the ceiling! The space beyond fills with the hiss of a thousand serpents as the air fills with poisoned darts! This secret chamber offers a quick shortcut through the dungeon, plus the promise of great treasure and even a path home... for those who dare to cross it!

Fire Pits

You face the fires of hell! Molten flame pours up from scars in the ground and flows through wounds in the walls at the back of this fiercely glowing chamber! The air sears at your

flesh. This inferno threatens to cook you alive! Only the magical fountains of water near your entrance have kept the sorcerers alive in this hellish oven! And through the shimmering waves of blasting heat, you can see the massive forms of the two legendary hellhounds Sulumor and Sumer!

The hellhounds in this room are Sulumor and Sumer. They have the same statistics as normal master hellhounds except as noted below:

They each have Armor 4.

They each have 8 Wounds.

They roll gain two bonus green dice on attacks.

Their special abilities are Breath, Pierce 5, Aura, Fly and Ironskin.

If the heroes kill Sulumor, they gain two Conquest Tokens.

If the heroes kill Sumer, they gain two Conquest Tokens.

South Tendril

You descent the stairs into the coiling grasp of a naga! The serpentine monster's body fills most of the short corridor, surrounded by the bones of its victims! Further bones lie scattered all along the floor of the twisting passage. The walls pulse with a queasy, living light. Purple fleshy roots spread like veins across the walls and ceiling, converging round a heavy bronze door sealed with a raging red rune. Behind you, an identical door's rune pulses a feverish blue.

North Tendril

The purplish roots sink into the stonework, breaking off chunks of stone to reveal the writhing, oozing membrane of living walls hidden behind the dungeon facade. The air is damp, the floor slick with condensation. Vapors slip in under the door at the end of the corridor, turning the floor to shifting mud. The guards here move towards you, protecting the spawning pit beyond!